

# Outlive Outdead

## Quickstart Rules

### Rules

- Players are divided into two sides: Human and Zombie. All begin as humans.
- Roll 2d10 equal or higher than your attribute's first number for success.
- Lowest successful roll wins if contested by another player/NPC.
- Roll over second number and your character breaks (snaps).
- Roll 1d10 + Health/Endurance modifiers for which break affects you.
- Spend plot points (1 per turn per player) for +/- 1d4 to attribute rolls.
- Earn plot points by roleplaying Motivations.
- Spend karma points (1 per turn) to use Serendipity.
- Can give karma point to other player to use his/her Serendipity.
- Can give karma point to other player/NPC to for them to use your Setback.
- Lose Health from failed rolls. Lose all Health and die.
- Lose Endurance from 2 successful rolls. Lose all Endurance and collapse.



### Human Characters

- Six attributes: Control, Fight, Flee, Hide, Repair, Scrounge.
  - Control: Willpower, persuasion, charisma.
  - Fight: All combat against any target.
  - Flee: Escaping, movement.
  - Hide: Keeping hidden or hiding stuff.
  - Repair: Fixing things and healing people.
  - Scrounge: Finding items or information, perception.
- Talent: Bonus added to 2d10 rolls in specific circumstances.
- Serendipity: Good luck event for you or other player on your side.
- Setback: Bad luck event for any other player/NPC.
- Equipment: Bonus affecting failed rolls or break rolls.
- Motivations: Roleplaying hooks that earn plot points for your side.



### Zombie Characters

- Four attributes: Chase, Kill, Notice, Think.
  - Chase: Grabbing, movement.
  - Kill: All combat against any target.
  - Notice: Finding people, perception.
  - Think: Remembering basic human skills.
- Talent: Bonus added to 2d10 rolls in specific circumstances.
- Serendipity: Good luck event for you or other player on your side.
- Setback: Bad luck event for any other player/NPC.
- Motivation: Roleplaying hooks that earn plot points for your side.
- Zombies cannot normally use equipment.



## Setting

- How zombies are made, how to kill them, and how fast they move can vary.
- Humans start game in a safe house.
- To finish the game, humans must cross a finish line.
- When a human character dies, player roleplays zombies.
- Zombie-players try to kill human-players and vice versa.

## Scoring

- Human characters
  - Cross the finish line alive: +10 points (infected/bit does not matter).
  - Use a Serendipity: +1 point.
  - Use a Setback: +1 point.
  - Truly kill a zombie: +1 point.
  - Have plot points left at the end: +1 per unspent point (each human gets this score).
- Zombie characters
  - Kill a human character: +10 points.
  - Use a Serendipity: +1 point.
  - Use a Setback: +1 point.
  - Get killed by a human character: -1 point.
  - Has plot points left at the end: +1 per unspent point (each zombie gets this score).
- First player to lose a human character loses all points scored so far. Second player loses half (rounded up), and third and subsequent players keep all points scored so far.

